SPEED RACER

THE VIDEOGAME

EVERYONE

CONTENT RATED BY ESRB

GAMES™

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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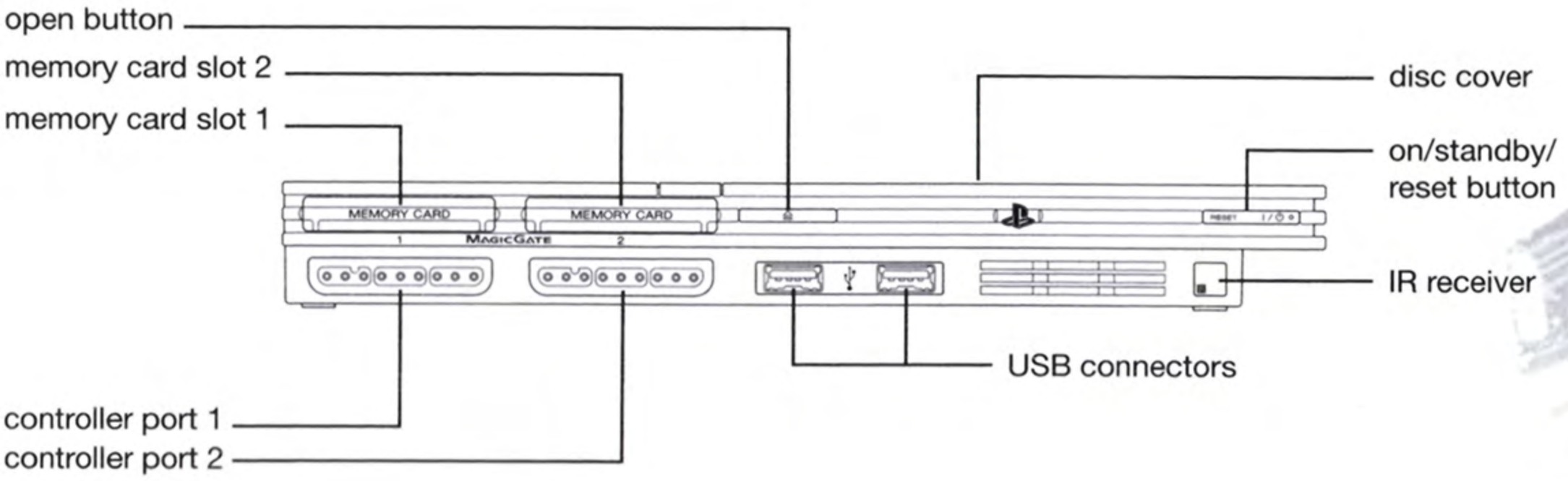
GETTING STARTED



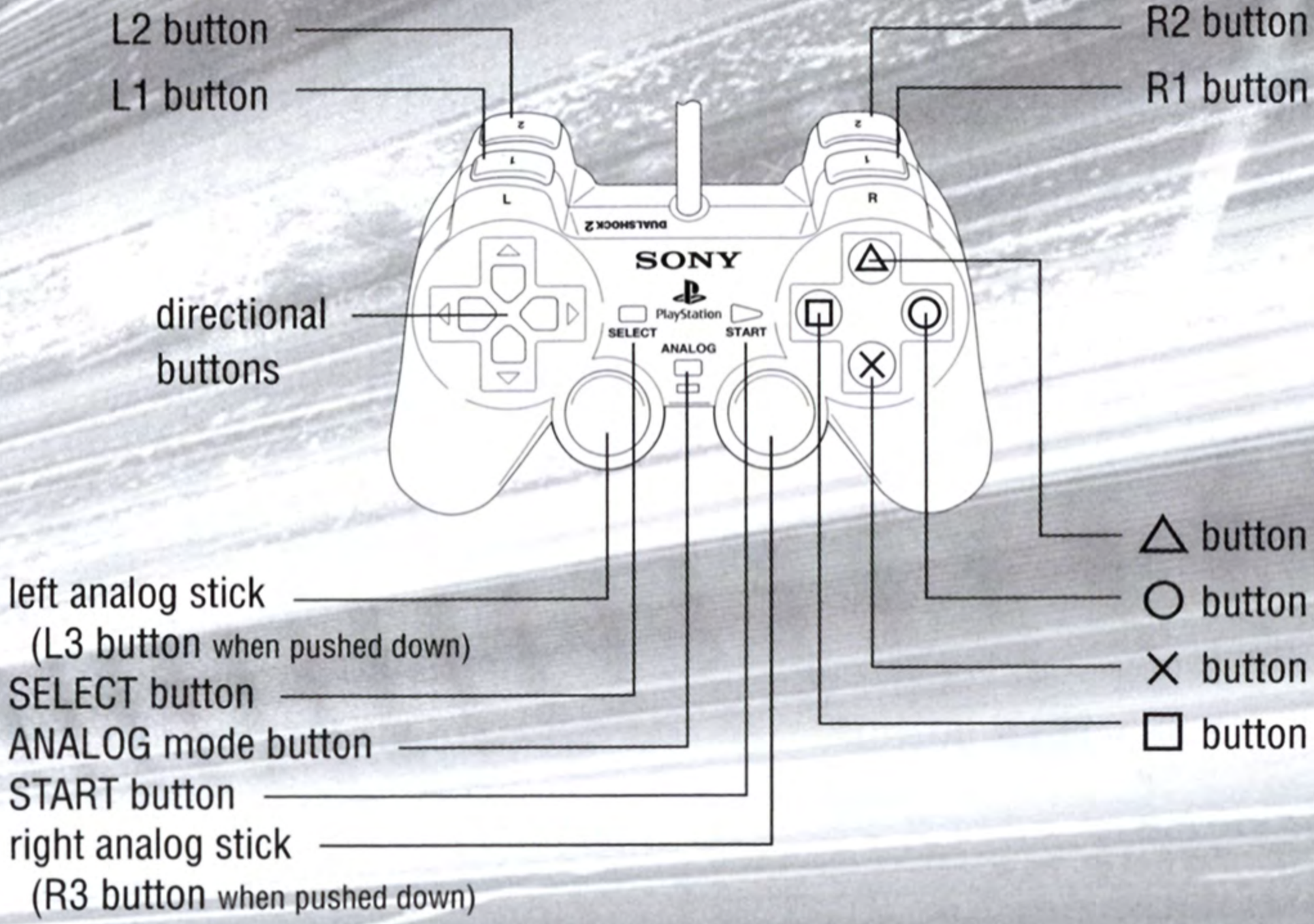
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the **SPEED RACER** disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONNECTING THE CONTROLLER

Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1. You can turn controller vibration on/off from the Options Menu.

GAME CONTROLS

Left analog stick	Steer
R1	Brake/Reverse
R2 button	Accelerate
L1 button	Use Boost for Health
L2 button	Use Boost for Speed
Right analog stick	*JUMP STUNTS as follows:*
↑	Frontflip
↓	Backflip
←/→	Side Jump or Barrel Roll left/right
←/→ + L2 button	Torpedo
R3 button	*JUMP*
✕ button	*SPINS as follows:*
tap	180 Spin
hold	360 Spin (Round House)
□/○ button	*SHUNT* left/right
△ button	Look behind
Directional button	Navigate menus
SELECT button	Change Camera
START button	Pause

THE T-180 & ITS UNIQUE MANEUVERING CAPABILITIES

The T-180 is the standard racecar used in the World Racing League (WRL). In addition to its Jump Jacks, which allow it to jump into the air, it can reach speeds in excess of 400 MPH. It can also Slide, a maneuver accomplished by its four independently rotating wheels, which allow the racecar to continue forward on a track in spite of whatever direction it may be facing.

Mastering the controls of the T-180 racecar can be a challenging task, so be sure to familiarize yourself with its many unique abilities. In this manual, you'll find a basic overview of the controls you'll need to know to be successful on the track.

SAVING YOUR PROGRESS

SPEED RACER uses an Autosave. After you complete a race or unlock any track, character, etc., the game automatically saves your progress to the memory card

- Be sure to have your memory card inserted before you start **SPEED RACER** to ensure that you don't overwrite any previous saves.

STUNTS

Use the **right analog stick** or **control buttons** to initiate different *STUNT* maneuvers. These can help you navigate the track and get into better positions to take out, bypass, and avoid opponents.

JUMP STUNTS

- *FRONT FLIP* — Right analog stick ⬆
- *BACK FLIP* — Right analog stick ⬇
- *SIDE JUMP/BARREL ROLL* — Right analog stick ⬅ or ➡

SHUNT & SPIN STUNTS

- *SHUNT LEFT* — ▣ button
- *SHUNT RIGHT* — ◉ button
- *180 SPIN* — Tap ⊗ button
- *ROUND HOUSE (360 SPIN)* — Press and hold ⊗ button

CAR-FU

Now that you have an understanding of the T-180 and its unique maneuvering abilities, it's time to learn some of the ways you can use these on the track to gain an advantage.

Common in the World Racing League, *CAR-FU* is the artful maneuvering and fighting of opponents, using the many unique features of the T-180 racecar. Performing these maneuvers helps you gain the advantage on the track by taking out opponents, slowing them down, evading attack, and recovering from attack.

The most basic *CAR-FU* attack is a simple crash into an opponent. But *CAR-FU* goes way beyond that. Following are some very unique *CAR-FU* maneuvers. Learn to master these if you want to gain the advantage on the track!

To perform a *TAIL TOSS*, drive close behind an opponent and perform a back-flip (right analog stick ⬇). If you are correctly positioned, the opponent will be tossed forward.

If you use *BOOST* just prior to hitting an opponent *(see page 10)*, the resulting *BOOST BASH* will be much more devastating than a normal hit.

Doing a *JUMP* while in a *GRIND* is the best way to perform a *SMACK DOWN*. This attack is initiated when you land on top of an opponent after a Jump.

Performing a *180 SPIN* (tapping ⊗ button) when close to an opponent transforms the maneuver into a *SPIN ATTACK*, causing significant damage to the opponent.

To perform a *ROUND HOUSE* or (*380 SPIN*), hold down the ⊗ button. It brings your racecar fully around to face forward again, and stirs up some decent damage in the process.

Using *BOOST* while performing a *ROUND HOUSE* (holding down ⊗ button) launches this insane *HYPER SPIN* attack.

Using *BOOST* while performing a *BARREL ROLL* (right analog stick ⬅/➡) launches your racecar forward like a *TORPEDO*, attacking other opponents.

BACKWARDS BONUS! Hit a racecar with the rear end of your T-180 and double the damage you do to the opponent!

- *BACK SPIN* — Though not technically a *CAR-FU* maneuver, the *BACK SPIN* is excellent for resetting the alignment of your racecar after performing *CAR-FU*. To pull it off, perform a *BACK FLIP* while facing backward on the track. This causes your T-180 to flip and turn 180 degrees to face forward again.

HUD (Heads-Up Display)

- *CURRENT POSITION* — Shows your character's current position in the race among all the other drivers competing.
- *CAR-FU POINTS* — Tracks your current amount of *CAR-FU* points that will be used to modify your final ranking at the end of the race.
- *RANKING* — Tracks your current position and how far away you are from 1st place and nearby opponents. If you are in 1st place, it displays how far 2nd, 3rd, and 4th place are behind you.
- *PROGRESS METER* — Displays how far along you are on your current lap.
- *LAP METER* — Displays your current lap and the number of laps overall.
- *SPEEDOMETER* — Displays your current speed in MPH (miles per hour).
- *HEALTH* — Displays your racecar's current health. When it's depleted, your racecar explodes. To heal your racecar, press the L1 Button when you have any available *BOOSTS* (see below).
- *AVAILABLE BOOSTS* — Displays how many *BOOSTS* are available.
- *BOOST POWER* — Tracks your Boost Power as you accumulate it. Each time this Power Bar fills, you gain another *BOOST*.

DRIVING STRATEGIES

Now that you've learned all the ways to control your T-180, you can take advantage of strategies on the track that can help you be even more successful. Never underestimate the advantages that the other racers—and the track itself—can provide you.

BOOST AND ZONE

If you can avoid hitting the sides of the track while driving, you will gain *BOOST POWER*. You can see this power building as blue bars on the bottom right of your HUD. When you fill this bar once, you gain a *BOOST*. Using *BOOST* lets you suddenly accelerate your speed. If you save up three *BOOSTS* and use them all at once, you enter *THE ZONE*, allowing you to move at super-fast speeds for a short period of time.

- You can also earn *BOOSTS* by performing *CAR-FU* moves. You gain small *BOOST* bonuses for *STUNTS* and *JUMPS* when racing on your own, and bigger *BOOST* bonuses for attacking opponents.
- You must be facing forward and have some speed before you can activate a *BOOST*.

GRINDING

If you run into the side of the track with any amount of force, you may find yourself *GRINDING* along the edge of the track. *GRINDING* can put you in strategic position for *CAR-FU* attacks, allowing you to jump from the rail to land on top of nearby opponents. However, generally speaking, *GRINDING* only damages your racecar and slows you down.

- When *GRINDING*, it's best to attempt to recover quickly and get back on the track where you can earn *BOOST POWER*.
- To recover from a *GRIND*, steer your racecar back in the direction of the track.

SLIPSTREAMING

When you drive close behind other racecars, you get a Speed bonus from their *SLIPSTREAM*. This gives you enough of a speed increase to pass them.

- Be careful when performing this move. Rivals may attack if you stay in their slipstream too long.

ALLIANCES

In a Championship race, you may team up with other drivers to gain an advantage on the track. Allies agree not to *CAR-FU* one another or attack each other when *SLIPSTREAMING*.

However, *ALLIANCES* can be broken. If you *CAR-FU* your allies, you get a Points and Boost penalty. If you destroy an ally, the alliance is canceled.

RIVALRIES

Rivals are the opposite of allies. They are other drivers who are focused on taking you out by any means necessary.

Each driver will have his or her own set of rivals. For instance, Jack "Cannonball" Taylor is Speed Racer's rival.

- In Championship races, after the first race, the racer in 1st place is always your rival (or the racer in 2nd if you are in 1st).

SPEED-UP SQUARES

On every track, small *SPEED-UP SQUARES* provide a Speed bonus when you manage to drive over them.

Be sure to run over these squares, since the bonuses you gain will do much to give you a track advantage.

GAME MODES

SINGLE RACE

Jump in and race a single race. In this mode, it's all about who wins one race. No points, no tracking—just winning and losing. The tracks and drivers available in this mode will only be those you have already unlocked in Championship Mode.

TUTORIAL

Trixie walks you through a tutorial on how to best control your T-180, step by step. Perfect for the new player, it covers all the basics. But only experience on the track will really give you everything you need to win.

TIME TRIAL

Compete against prior time records for each track. The Ranking display on your HUD *(see page 9)* shows how your current time compares to prior laps and prior records.

CHAMPIONSHIP

Championship Mode allows you to compete in different competitions of two or more races each. Each race gives you points. These are tallied up to give you an overall ranking across the entire competition.

Race points are gained through three different means: your finishing place; through *CAR-FU*; and by having the fastest lap.

POINTS FOR FINISHING

When you finish a race, the place in which you finish gives you a certain number of points. Points for each race are calculated as follows:

1st Place	10	4th Place	3
2nd Place	8	5th Place	2
3rd Place	6	6th Place	1

You must rank in 1st, 2nd, or 3rd position at the end of a competition in order to beat it. Beating competitors unlocks new competitions, drivers and cars.

- *EXTRA POINTS FOR CAR-FU* — Each time you perform any sort of *CAR-FU* on an opponent, you earn points. At race end, these points become a bonus on top of the points you get for your place in the race. Bonus points are totaled into your overall Championship points, and can result in you ranking even higher than your place alone. (You don't get points for performing *CAR-FU* on an ally.)

- *EXTRA POINT FOR FASTEST LAP* — During a race, if you finish a single lap faster than any other driver, you receive an extra point, which is added to your total. These extra points can add up and increase your overall ranking within a competition. Go fast!

MULTIPLAYER

You can play **SPEED RACER** with a friend in split-screen mode. The game functions just like any other game mode, except that in Championship Mode, either player need only rank in 1st, 2nd, or 3rd position to beat the championship.

CLASSES

SPEED RACER has three initial classes. As you progress through the game, each class allows a higher top speed to the racecars, and an increased number of opponents on the track. Class 1 is the slowest, with Classes 2 and 3 faster and more difficult.

"ENTER CODE" OPTION

On the Main Menu, you can access *OPTIONS* and customize your gameplay experience. In addition to the standard options, you will see an option called *ENTER CODE*. This allows you to open the Cheat Code Enter Screen. Once you've unlocked all other game elements, **SPEED RACER** provides different cheat codes. Keep an eye out for these fun new ways to enhance your gameplay experience.

CREDITS

To see a list of credits of those who brought you this game, please go to **www.speedracerthevideogame.com**.

NOTES

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SPEED RACER

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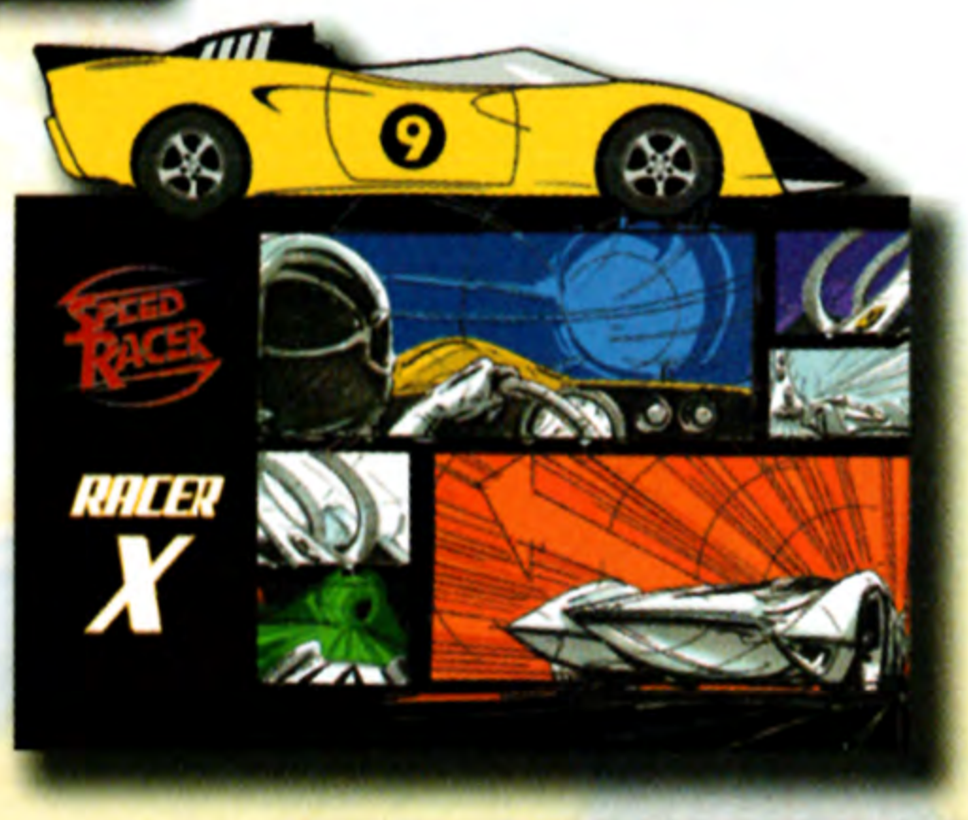

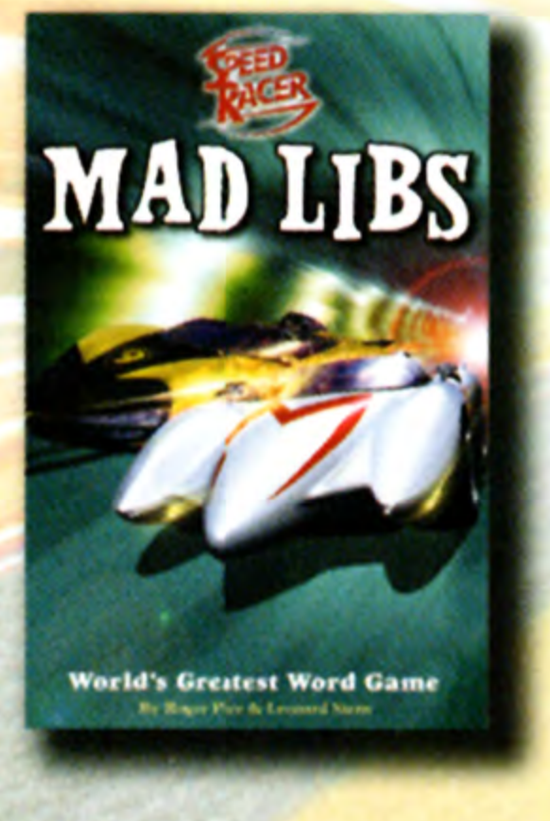

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